

N442 *Irrigation System, Sprinkler*

Purpose

1. Efficiently and uniformly apply irrigation water to maintain adequate soil water for the desired level of plant growth and production without causing excessive water loss, erosion, or water quality impairment.
2. Applying chemicals, nutrients, and/or waste water.

Applicability

The sprinkler method of water application is suited to most crops, irrigable lands, and climatic conditions where irrigated agriculture is feasible. Areas must be suitable for irrigation or sprinkler water application and have an adequate supply of suitable quality water or other liquid as appropriate, available for the intended purpose(s). Soils and topography shall be suitable for the irrigation of the planned crop.

Erosion Requirements

Practice has no erosion requirements.

Specifications

The completed practice must meet the NRCS Standards and Specifications for Sprinkler System (442) and Irrigation Water Management (449) contained in the Field Office Technical Guide.

Policies

1. Cooperators must have an irrigation water management plan.
2. *Cost-share is authorized for:*
 - a. Replacement of existing sprinklers or nozzles with those that increase system efficiency.
 - b. Fields that have been irrigated at least three of the last five years.

Maximum State Cost-Share

1. Assistance is limited to 75% of the county average cost, not to exceed the state average cost.
2. A limit of four pivots is allowed per cooperator and/or farm.

Map Requirements

A map that displays the completed practice must be scanned and attached as a document type "Map" in MoSWIMS prior to contract payment submission.

Technical Responsibilities

Technical staff has the responsibility for determining the need for the practice, for design of the practice based upon the minimum extent necessary, and to certify that the completed practice meets NRCS standards and specifications within commission policy.

Acres Served

Acreage irrigated by the system.

Extent Installed

Acres.

Maintenance Life

10 years.